£1.15 • 3RD FEBRUARY 1995 • NO. 44 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • NEWS, REVIEWS, Q ZO

Sonic the comic

starring **SONIC THE HEDGEHOG™ PLUS KNUCKLES!**



AMY'S RIGHT ON TARGET!

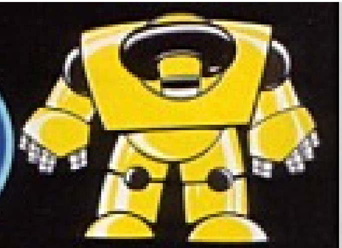
BADNIK'S BRIDGE! EXPLOSIVE SONIC STORY!

STREETS OF RAGE!

MARKO'S MAGIC FOOTBALL

PLUS SONIC & KNUCKLES Q ZONE!

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

A belated 'thanks' to those of you who *snowed* under the humes-who-think-they're-in-charge with Christmas cards (at least I didn't have to look at their faces for a while!). I've just the thing to help fill that gaping hole, now you're no longer required to burst into another rendition of 'Auld Lang Syne'.

Robotnik's on the rampage (what's new?) in the conclusion to our Sonic story: **Badnik's Bridge**. It's still not safe to walk those Streets of Rage in the latest episode of **The Only Game In Town. Knuckles** comes to the end of his **Carnival Night Conspiracy**, and **Marko's** still not walking alone, thanks to his magic football!

Especially for those humes who made a resolution to crack that *Sonic and Knuckles* game, all is finally revealed in part two of the **Q Zone Special**. *And* ... there's another **Quiz**, plus a 'dreamy' **Sonic & Tails Pin-Up**. Who said the celebrations were over!

Megadroid

SONIC SUMMER SPECIAL WINNERS

You thought we'd forgotten didn't you, Boomers? Well, we haven't, 'cos here are the winners of the **Sonic Special/Tomy Competition!** Listed alphabetically below are the 40 winners, however, the 90 runners-up will have to wait until the next issue when all will be revealed. Well done to the following Boomers:-

1st Prize Winners will each receive a package containing a Sonic Puzzle Ball, a Sonic Duel, and a Supersonic Pinball:-

J. Bell, Angus, Scotland.
A. Reil, Southend-On-Sea, Essex.

2nd Prize Winners will each receive a package containing a: Sonic Char-G, and a Sonic Pixel Friend:-

G. Cocker, Filey, N Yorks.
A. Gardner, Preston, Lancs.
J. Huggin, Whitley Bay, Tyne & Wear.
R. James, Edinburgh, Scotland.
C. Jones, Wareham, Dorset.

3rd Prize Winners will receive either a cuddly toy or a Sonic Cyclone:-

C. Ballard, Nuneaton, Warks.
A. Belsham, Carlton, Nottingham.
A. Breen, Dublin, N Ireland.
G. Bromley, Stoke on Trent, Staffs.
D. Charman, Tunbridge Wells, Kent.
M. Davis, Mid Glamorgan, Wales.
L. Etherington, Wisbech, Cambs.
J. Higgins, Castle Vale, Birmingham.
A. Hughes, Newport, Gwent.
R. Jones, Rochford, Essex.
J. Johnstone, Eastborne, E Sussex.
S. Lamb, Aylesford, Kent.
M. Lynch, Co Tyrone, N Ireland.
V. M. Patel, Stifford Clays, Essex.
S. Ross, Aberdeen, Scotland.
R. Thakurdin, Streatham, London.
D. Thomas, Newmarket, Suffolk.
R. Watts, Boxley, Oxford.

4th Prize Winners will each receive a Sonic Puzzle Ball:-

M. Cairns, Portsmouth, Hampshire.
B. Fox, Bordesley Green, B'ham.
M. Gibbs, Newton Abbot, Devon.
P. Hainsworth, Garforth, Leeds.
D. Hill, Gateshead, Tyne & Wear.
D. Kinslow, Chatham, Kent.
S. McDonald, Perthshire, Scotland.
R. Patchey, Formby, Liverpool.
R. Plant, Dudley, W Midlands.
C. Reid, Co Down, N Ireland.
J. Robinson, Perth, Scotland.
M. Sharma, Skelmersdale, Lancs.
D. Thornley, Darlington, Co Durham.
R. Tsu, Edgware, Middlesex.
S. Watters, Walsall Road, W. Midlands.

Don't be a down-hearted hume if you missed out this time round. Check out the runners-up in STC 45

- *Managing Editor:* Richard Burton
- *Editor:* Deborah Tate
- *Designers:* Gary Knight & Paul Chamberlain
- *Assistant Editor:* Audrey Wong
- *Cover:* Carl Flint
- *Publisher:* Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd, Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd, Colchester. Origination by David Bruce Graphics Ltd, London.

Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel: 0895- 444055. Production: Sarah Colley. Advertising: Sam Glenister, Tel: 071 344 6410. ISSN 0969 3001.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

Key: up / down / non mover / RE re-entry / NEW new entry

CHARTS COMPILED BY GALLUP — ELSPA

MEGA DRIVE

Pos	Move	Title
1	non mover	FIFA SOCCER'95
2	non mover	THE LION KING
3	non mover	SONIC AND KNUCKLES
4	NEW	MICRO MACHINES 2
5	down	EARTHWORM JIM
6	NEW	JIMMY WHITE'S WHIRLWIND SNOOKER
7	down	URBAN STRIKE
8	non mover	MORTAL KOMBAT 2
9	down	SONIC SPINBALL
10	down	MICRO MACHINES

MEGA-CD

Pos	Move	Title
1	non mover	REBEL ASSAULT
2	non mover	SONIC CD
3	up	ECCO THE DOLPHIN
4	down	MICKEY MANIA
5	down	FIFA INTERNATIONAL SOCCER
6	down	SEWER SHARK
7	non mover	THUNDERHAWK
8	up	WOLFCHILD
9	RE	PRINCE OF PERSIA
10	RE	TOMCAT ALLEY

MASTER SYSTEM

Pos	Move	Title
1	non mover	JUNGLE BOOK
2	up	THE LION KING
3	down	ALADDIN
4	up	SONIC CHAOS
5	up	DESERT SPEED TRAP
6	down	SONIC THE HEDGEHOG 2
7	down	ROBOCOP V TERMINATOR
8	up	DESERT STRIKE
9	up	MICKEY MOUSE 2
10	down	PGA EUROPEAN TOUR GOLF

GAME GEAR

Pos	Move	Title
1	non mover	THE LION KING
2	non mover	COOL SPOT
3	up	SONIC CHAOS
4	up	JUNGLE BOOK
5	up	SUPER OFF ROAD
6	down	MORTAL KOMBAT 2
7	up	DONALD DUCK
8	down	ROBOCOP V TERMINATOR
9	non mover	SONIC THE HEDGEHOG
10	RE	MICKEY MOUSE 2


SONIC THE HEDGEHOG
Badniks Bridge
PART 2
Script: Nigel Kitching Art: Casanovas & John M. Burns Lettering: Ellie de'Ville
THE NEW MAIN THRUSTER FOR DOCTOR ROBOTNIK'S DAMAGED DEATH EGG SPACE SATELLITE IS BEING TRANSPORTED BY ROAD.
THINGS ARE NOT GOING ACCORDING TO PLAN ON THE EMERALD VALLEY BRIDGE ...
LOOKS LIKE WE'RE JUST IN TIME, AMY!
SONIC
THIS MINE, WHICH WAS SET UP BY SONIC, IS POWERFUL ENOUGH TO BLOW UP THE ENTIRE BRIDGE.
UNFORTUNATELY, SONIC'S ESCAPE HAS BEEN PUT ON HOLD.
LISTEN, BOZO, GET US OFF THIS BRIDGE NOW BEFORE THAT TRANSPORTER HITS ONE OF MY EXPLOSIVE CHARGES!


STOP THE TRANSPORTER! THAT'S AN UNAUTHORISED AIRCRAFT!
SKKRRRRR!
YOU CANNOT ESCAPE, HEDGEHOG! I AM CONSTRUCTED FROM A NEW SUPER STRONG ALLOY, WHICH NOT EVEN YOU CAN COMBAT!
IS THAT RIGHT, BUCKET-HEAD!
WHAT ARE YOU DOING?
FWSHHHH!
LOOK, PALSIE, IF I CAN'T BREAK THIS CAGE ...
I'LL JUST HAVE TO UNSCREW MY WAY OUT!
CLANG!
HAH! DID YOU FORGET THAT YOU'RE HUNDREDS OF FEET FROM THE GROUND!


GREAT TIMING, JOHNNY.
I SHOULD'VE BEEN A STUNT-HEDGEHOG!
COO-EL, SONIC!
CHECK THE AREA FOR EXPLOSIVES!
RATS! THEY'VE FOUND MY MINES!
JOHNNY, I'LL HAVE TO GO BACK DOWN!
BE CAREFUL, YOU'VE SUCH A FEARLESS STREAK!
OH, STOP DROOLING, AMY, AND PASS ME THE TOOL KIT!
TOOL KIT?
IS THERE A HIGH-PITCHED ECHO AROUND HERE!
SONIC


I MUST GET THIS RIGHT FIRST TIME — THEY'VE ALMOST MOVED THE TRANSPORTER ACROSS THE BRIDGE!
SONIC! GET HIM!
BUT I CAN HARDLY SEE HIM!
WHAT'S HE UP TO NOW?
ONCE UPON A TIME THIS WHEEL NUT HELD YOUR TRANSPORTER'S WHEELS ON...
KRRRSSSSSH!
... WHICH MEANS THAT YOU CREEPS ARE GOING NOWHERE — FAST!
THEN IT'S JUST AS WELL I ORDERED REINFORCEMENTS AS SOON AS YOUR AIRCRAFT WAS SPOTTED!


KRAKK!
KRAKK!
I COULD POLISH OFF ALL YOU BADNIKS WITH ONE HAND TIED BEHIND MY BACK! BUT RIGHT NOW THERE'S THIS LITTLE DEATH EGG THRUSTER TO ATTEND TO!
KRAKK!
GO, JOHNNY, GO!
I WASN'T EXPECTING SONIC TO JUMP AGAIN... I'M NOT SURE I CAN GET TO HIM!
RIGHT TIME, RIGHT PLACE, LITTLE BUDDY!
CAN'T YOU SIGNAL BEFORE YOU JUMP?
HEY, BUT THAT WOULDN'T BE ANYWHERE NEAR AS COOL!
AMY, LOOK IN THE BACK FOR YOUR BOW!
SURE THING, SONIC!
WHAT'S GOING ON?
HOLD STEADY, JOHNNY...
"I'M NOT CALLED 'AIM' FOR NOTHING!"
ZiiP!
HUH?


TRUST THOSE MINDLESS BADNIKS TO KEEP YOUR MINES WHERE WE COULD SEE THEM!
Y'KNOW, AMY, IT PAINS ME TO SAY THIS, BUT YOU'RE PRETTY GOOD WITH THAT BOW!
SHAME CUPID'S SHOTS AREN'T ACCURATE THOUGH, SONIC!
KRAK-A-BOOOOOM!


GET OUT OF HERE, JOHNNY ...
MEANWHILE, ON THE LAUNCH BASE ZONE, LATEST LOCATION OF THE DISABLED DEATH EGG ON THE FLOATING ISLAND ...
NO! NO NO NO NO NOOOO!
S-S-SO SORRY, MASTER ... BUT THE NEW THRUSTER WAS COMPLETELY DESTROYED...
I'LL JUST RUN ALONG ... I JUST REMEMBERED...
I CURSE THAT HIDEOUS HEDGEHOG!
WHAPP!
ARGGH! SO WHY DO I GET HIT?
I MUST BEGIN WORK ON ANOTHER THRUSTER IMMEDIATELY!
NOTHING CAN STOP ME REPAIRING THE DEATH EGG... NOTHING! I WILL FIND A WAY TO RULE SUPREME!
NEXT ISSUE : DAY OF THE DEATH EGG!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer, David Gibbon *and* **Nick Protz**

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

SHAQ-FU

MD
Mega Drive

game type: BEAT 'EM UP
2 PLAYERS



Whilst out on a sight-seeing tour of downtown Hong Kong before an all star charity game, Shaq meets an old man who sends him on a quest to free the Second World from the evil, Sett Ra, and the loyal Beast. It is known that only the Chosen One can defeat Sett Ra, and so all hope is pinned on Shaq. Well, I've never understood why we need a story for a good beat 'em-up, anyway!

Shaq-Fu has three types of gameplay; duel, tournament or story (in the loosest sense of the word). All three amount to much the same thing - lots of fighting! The tournament mode is best, enabling you to take on up to eight friends in a knockout contest. You can play as any character in either the duel or tournament set-ups and there are plenty of special moves to come to grips with, so just make sure you've got a six button joypad on hand.

There's nothing particularly new here that previous beat 'em-ups haven't already covered. The graphics are colourful, and Shaq moves like the kung-fu expert that I'm sure he is (despite being somewhat better known as a basketball player!).

The game is unlikely to do much to enhance Shaq's reputation, particularly as there is not much on offer for basketball fans. Whilst the gameplay is acceptable and is good to look at, it still lags a long way behind *Streetfighter II* and *Mortal Kombat*. That said, **Shaq-Fu** is far less gory than it's two big name pre-decessors, which makes it marginally more suitable for younger players.
- NP



FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £49.99

GRAPHICS: 80
SOUND: 70
PLAYABILITY: 75

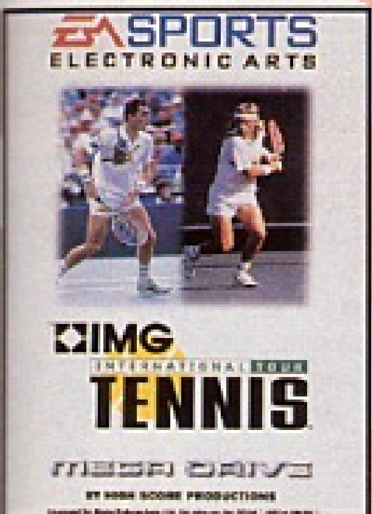
RAVES: Less gory than other beat 'em-ups.
GRAVES: Does nothing new for the format.

OVERALL 75%

INTERNATIONAL TOUR TENNIS

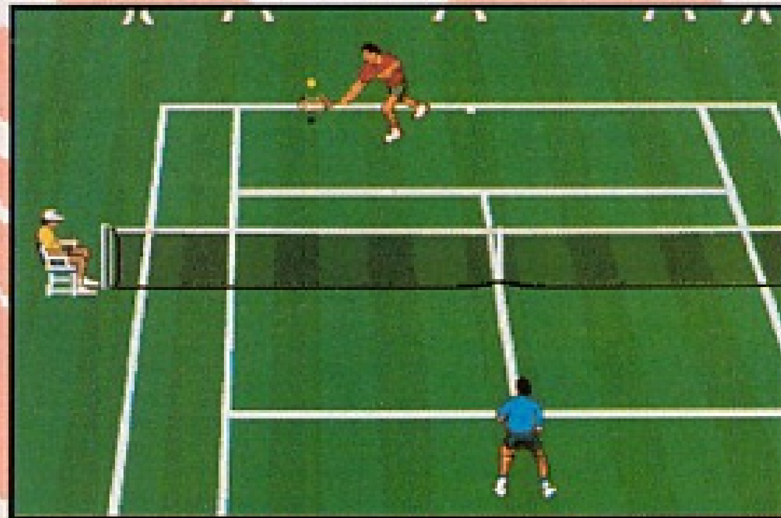
MD
Mega Drive

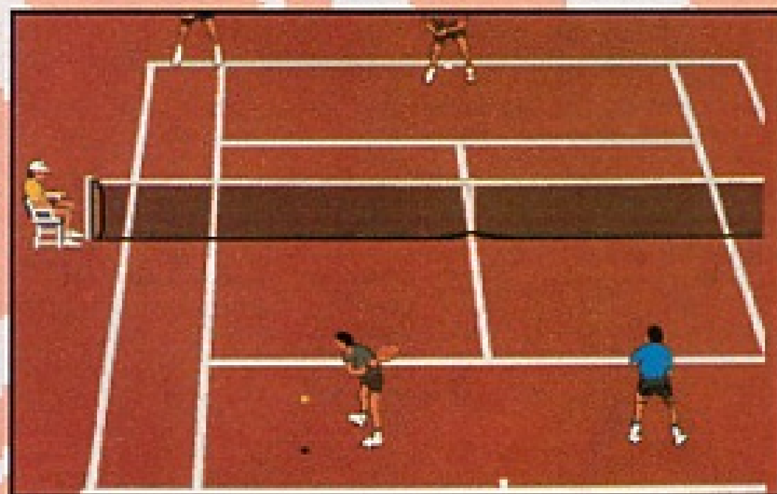
game type: **SPORTS SIMULATION**
1-4 PLAYERS

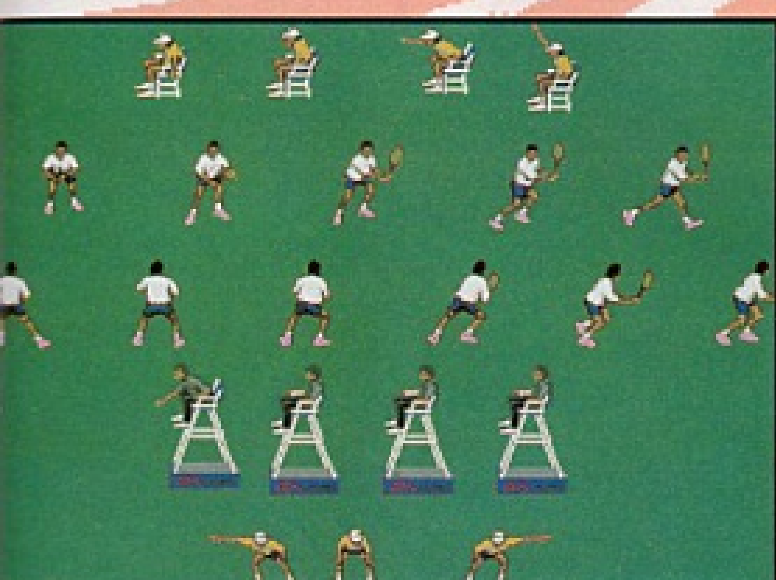


Welcome to **International Tour Tennis**, the first tennis game to offer real players, real tournaments and the need for a real tennis strategy. Well, most of this is true. There are real players, even if you can't recognise some of them, and the game does offer the full grand prix circuit. There have been a number of attempts to create a decent tennis sim for the Mega Drive, and while there are better games, this is about as good as it gets for this format.

Electronic Arts have done a good job with the graphics, although there are times when you can see only the players' feet! The gameplay takes time to master, and there's a tendency to go for the ball far too early. As always there are loads of options, one of which is practice with Vic, your coach, who lets you know if your shots are any good with a shake of the head or jubilant raised arms.







You can enter single tournaments, exhibition matches, or the entire tour, which thankfully can be saved along the way. The serve and volley is tough to master, but after a few rallies, you'll be using the entire range of shots - the lob, topspin, underslice and the drop shot. Best of all, you can psyche yourself up by hurling unintelligible abuse at the umpire!

Finally, the most excellent four-player mode is available with the aid of a multi-tap adaptor. After all, playing a few friends is always more exciting than taking on the computer. **International Tour Tennis** is definitely recommended. - JF

FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99

GRAPHICS: 78
SOUND: 78
PLAYABILITY: 85

RAVES: Plenty of gameplay options.
GRAVES: Too slow between serves.

OVERALL: 83%

REBEL ASSAULT

Mega CD

game type: SHOOT 'EM-UP
1 PLAYER

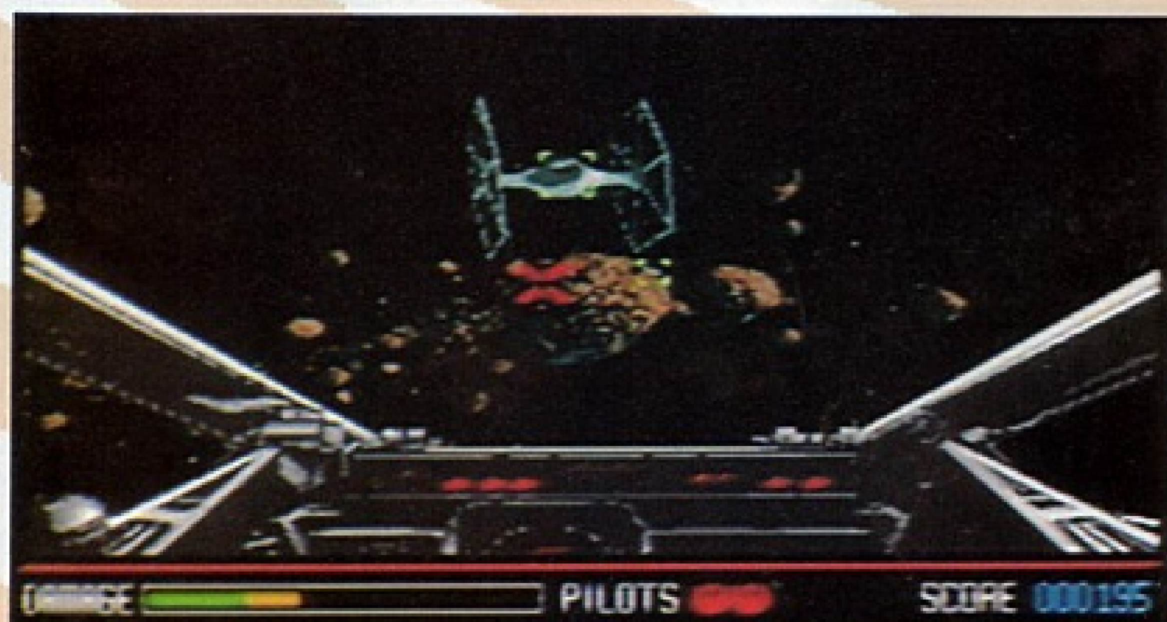
It's hard to believe that it's 16 years since *Star Wars* first appeared on cinema screens. Created by the legendary George Lucas, the film has recently been re-released on video and is still considered one of the greatest space productions ever. Crammed with special effects, the storyline revolves around a fight between the Empire (baddies: Darth Vadar and the Stormtroopers) and the Rebel Forces (goodies: Luke Skywalker and Obi-Wan Kinobi).

Rebel Assault is based on *Star Wars* and even includes the famous trench-run. This is where you fly an X-Wing fighter through a 2 metre-wide tunnel to destroy Darth Vadar's infamous Death Star. On loading up the CD you're greeted with a spectacular intro-sequence showing some Tie-Fighters battling in space, as well as some not-so-hot digitised shots from the film. The superb theme music, taken fro the film, plays thoughout and definitely adds to the atmosphere.



Before the game gets underway, you're required to go through four phases of training. This includes flying a T16 Skyhopper through Beggar's Canyon for some trench-run practice and flying through a field of asteroids, trying to dodge them. As Rookie One, it's off to battle with some real enemies. The majority of the levels are similar and have you flying around in your X-Wing shooting Tie-Fighters, although there are varying objectives. There is also a level where you fight two giant AT-AT machines, and another where you're on foot battling with Vadar's Stormtroopers. The graphics are o a very high standard, and contain sequences from the film.

On the minus side, it's a shame that the game suffers from a serious problem. For example, when flying through canyon's or the trench levels, the walls are badly digitised and it's sometimes hard to work out where you should turn. Unfortunately, this inevitably leads to a crash and the loss o a life. Another gripe is that the levels are too similar, preventing this from being a superb *Star Wars* game, leavin it just plain average. - DG



FAST FAX

PUBLISHER: JVC
PRICE: £49.99

GRAPHICS: 79

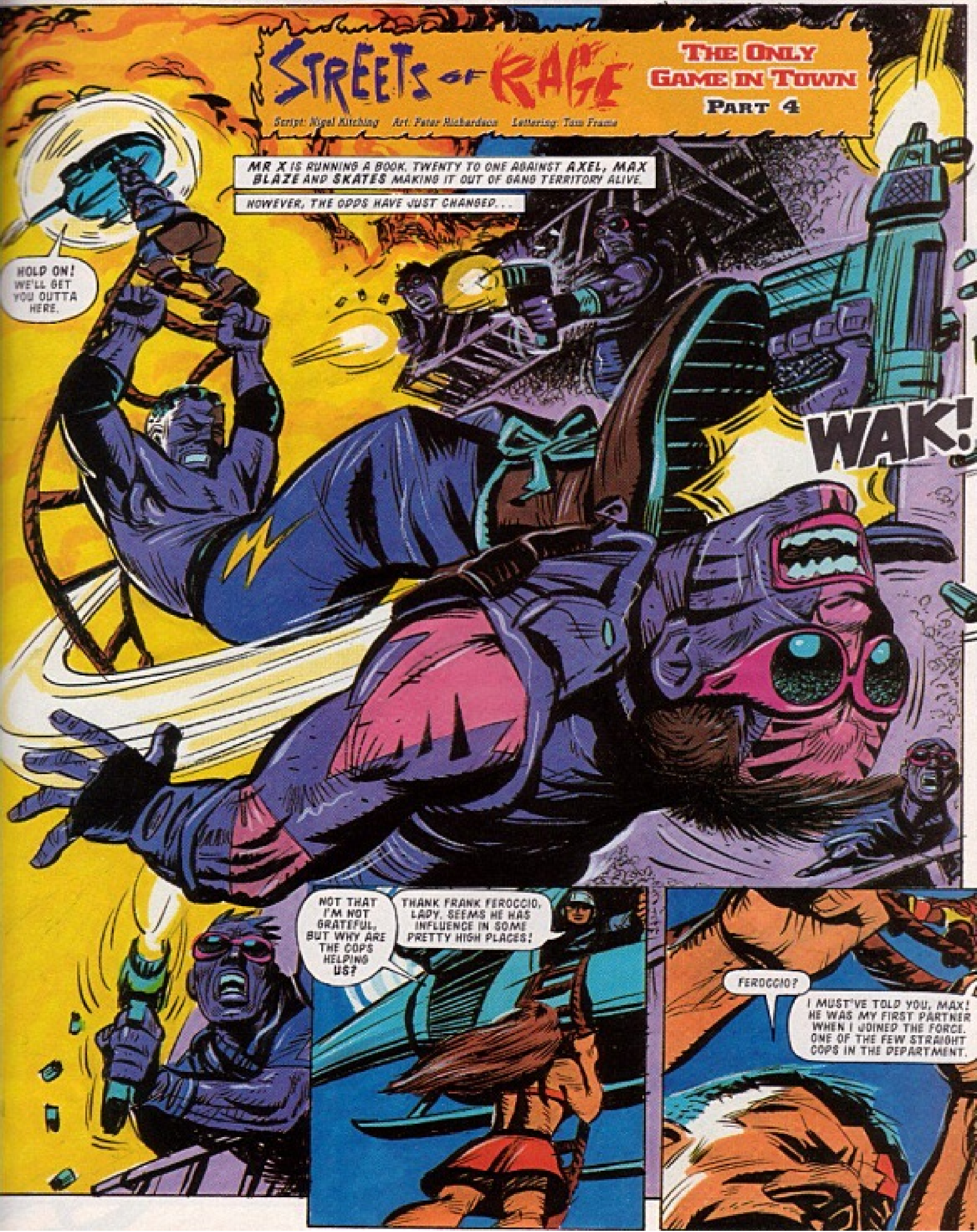
SOUND: 90

PLAYABILITY: 76

RAVES: Excellent music and presentation.

GRAVES: Repetitive with some badly digitised backgrounds.

OVERALL: 78%


STREETS OF RAGE
THE ONLY GAME IN TOWN
PART 4
Script: Nigel Kitching Art: Peter Richardson Lettering: Tom Frame
MR X IS RUNNING A BOOK, TWENTY TO ONE AGAINST AXEL, MAX BLAZE AND SKATES MAKING IT OUT OF GANG TERRITORY ALIVE.
HOWEVER, THE ODDS HAVE JUST CHANGED...
HOLD ON! WE'LL GET YOU OUTTA HERE.
WAK!
NOT THAT I'M NOT GRATEFUL, BUT WHY ARE THE COPS HELPING US?
THANK FRANK FEROCCIO, LADY. SEEMS HE HAS INFLUENCE IN SOME PRETTY HIGH PLACES!
FEROCCIO?
I MUST'VE TOLD YOU, MAX! HE WAS MY FIRST PARTNER WHEN I JOINED THE FORCE. ONE OF THE FEW STRAIGHT COPS IN THE DEPARTMENT.


SHOOT! TWO G'S SAYS THEY WON'T MAKE IT PAST EISNER AVENUE!
SOUNDS LIKE A SAFE BET TO ME. I'LL JUST TAKE OUT A LITTLE INSURANCE!
NEARLY THERE... ONCE WE CROSS THE EAST RIVER WE'RE OUT OF GANG TERRITORY!
AT THE RISK OF SOUNDING NEGATIVE, SKATES... THERE COULD BE A PROBLEM!
SHH-KOOM!


CHUPCHUPCHUP! CHUP! CHUP... CHUP... CHUP...
KRRR
BAROOOM!
AXEL, YOU OKAY?
PIECE O' CAKE, BLAZE!
I MAKE IT TEN. I SAY WE TAKE 'EM!
YOU KNOW, BLAZE, IF ONLY WE'D BEEN HIT SIXTY SECONDS LATER, WE'D BE OVER THAT RIVER!


LET'S DO IT. . . BEFORE ANY MORE CREEPS TURN UP!
HEY! WATCH YOUR TEETH DON'T SCUFF MY ROLLERBLADES, PAL!
SHRKK!
HOW YOU DOIN', BLAZE?
DON'T WORRY ABOUT ME, MAX. WHERE'S AXEL?
THAT KNOCK HE TOOK MUST'VE HURT HIM MORE THAN HE LET ON.
I SEE HIM! LOOKS LIKE HE'S TAKING A FEW MORE KNOCKS!
KRAK!


HOLD ON, AXEL!
LOUSY CRUMMY STINKIN'...
WHMMM
THAT THE... BEST...YOU...CAN...
WE'RE TOO LATE!
AXEL!
NEXT ISSUE: YOU BET YOUR LIFE!

NEWS Zone

Newshound: Chris Jones.



Not even the Terminator would mess with Metal Head!

METAL HEAD MADNESS

MEAN MACHINERY LET LOOSE!



Metal Head machines go to work.

One of the first projects detailed for the new Mega Drive 32X add-on was **Metal Head**. The game is expected to utilise the 32X's considerable powers to maximum ability. Using a superb 3D first person perspective, the game draws on fellow 32X titles, *Doom* and *Virtua Racing Deluxe* to inspire a fluid scrolling environment that moves in physical time.

Metal Heads are counter terrorist combat vehicles that you get to control. The game allows you a cockpit view of the action, or you can switch to one of three other views of the conflict. The action is set in the near future where a council of world leaders have assumed control over the entire planet to enforce peace. After initial struggles, peace is won and for five years all is quiet. However, sections of inhabitants become restless and plot terrorist attacks in cities across the world. Only one thing can stop this threat - the Metal Head.

In the course of your missions, Metal Heads are up against enemy forces both conventional and robotic. Padding around urban sprawls, you encounter terrorist jeeps and troop transports that are ably backed up with aircraft cover. Eventually, you come face to face with enemy robot troops of all shapes and sizes, some of which are even based on **Metal Head** blueprints! Never fear though, because you also come armed to the teeth. Your robot will soon sort out the bad guys with either his wide beam laser, chain gun cannon or homing missiles and land mines.

To spice up the action, missions in this game are often against the clock. A high paced hunt and destroy strategy is needed here to crush the rebels before they gain footholds in your city. This game with its roaming robots, terrible terrorists and time busting pace looks like the best March release for the 32X yet.

MEAN MACHINES

EXPERIENCE THE WHEEL TERROR!

Do you feel the need for speed? If the answer to this is a quick-fire yes, then hold on to your handlebars 'cause **Kawasaki Superbikes** are about to pit stop near you. Time Warner's new professional motorbike sim is screeching onto the Mega Drive this February for £39.99, to be followed by a Game Gear version priced £29.99.

This turbo charged racing game features the ride of your life on a 750cc Kawasaki ZXR750R bike. You get t ride in a first person perspective for single racing or with a split screen option for battling pairs. There's also a



VROOM! VROOM!

wicked 'Turbo' option that accelerates the graphics if you see yourself as a bit of a 'Mad' Micky Doohan (current superbike world champion).

This game comes complete not only with hair-raising speed, but also gameplay options such as spending your race winnings in the "Kawasaki Team Green Garage" to tweak your machine to go even faster! Races take place on ten tracks, in varying degrees of weather. If you're brave - or just like a massive adrenaline rush - you can even take part in the famous Suzuki eight hour endurance race. This includes dangerous night driving and change-overs if you can't handle it all yourself. So folks, it's time to get on your **Kawasaki Superbikes** and speed away!



Here comes the rain again.

SHORT BURSTS

JELLY GOOD!



Hours of Wibbly-Wobbly fun are about to hit the Mega Drive with Ocean's offering **Jelly Boy**. Out in February/March with a price yet to be announced, Jelly Boy is the character who is dramatically brought to life after being struck by lightening in Mr Swirley's sweet factory. It's a fun platform adventure set over seven different worlds such as Toy Land, Sand Land and the Undersea Realm. Our hero must collect all of Mr Swirley's favourite toys and puzzles before he can attempt to confront him and make his bid for sweet freedom.

Our wonderful wobbler comes up against traps, secret rooms, teleports and bonus games in his adventures. However, to help him triumph he can transform jelly-like into 27 different objects, including an umbrella, a submarine and a brick! Jelly can also get assistance from Helpy, the indestructible rubber slab, and Harry the dog. This is a game not to be trifled with!

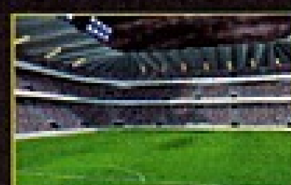
Don't throw a wobbler - it's only Jelly Boy!



TOTAL FOOTBALL



Walk Off!



Stadium of Light.

'Total football' was the name given to the type of football that came out of Holland in the 1970's, with Johan Cruyff hailed as the greatest Dutch player around. Now a manager, he is putting this method to work for his club, Barcelona. At the heart of the tactics is a grease lightening defence - so lets hope Domark's new Mega Drive game **Total Football** has this covered.

All weather matches are featured, as is crowd reaction to the play, together with an expected 50 different player movements. However, one new feature to appear in this football game is the option of controllable celebration and disappointment routines. So it could be an Ian Wright boogie after you've scored or a Gazza grimace when you've missed! Out this March at a price to be announced it promises maximum playability and total excitement.

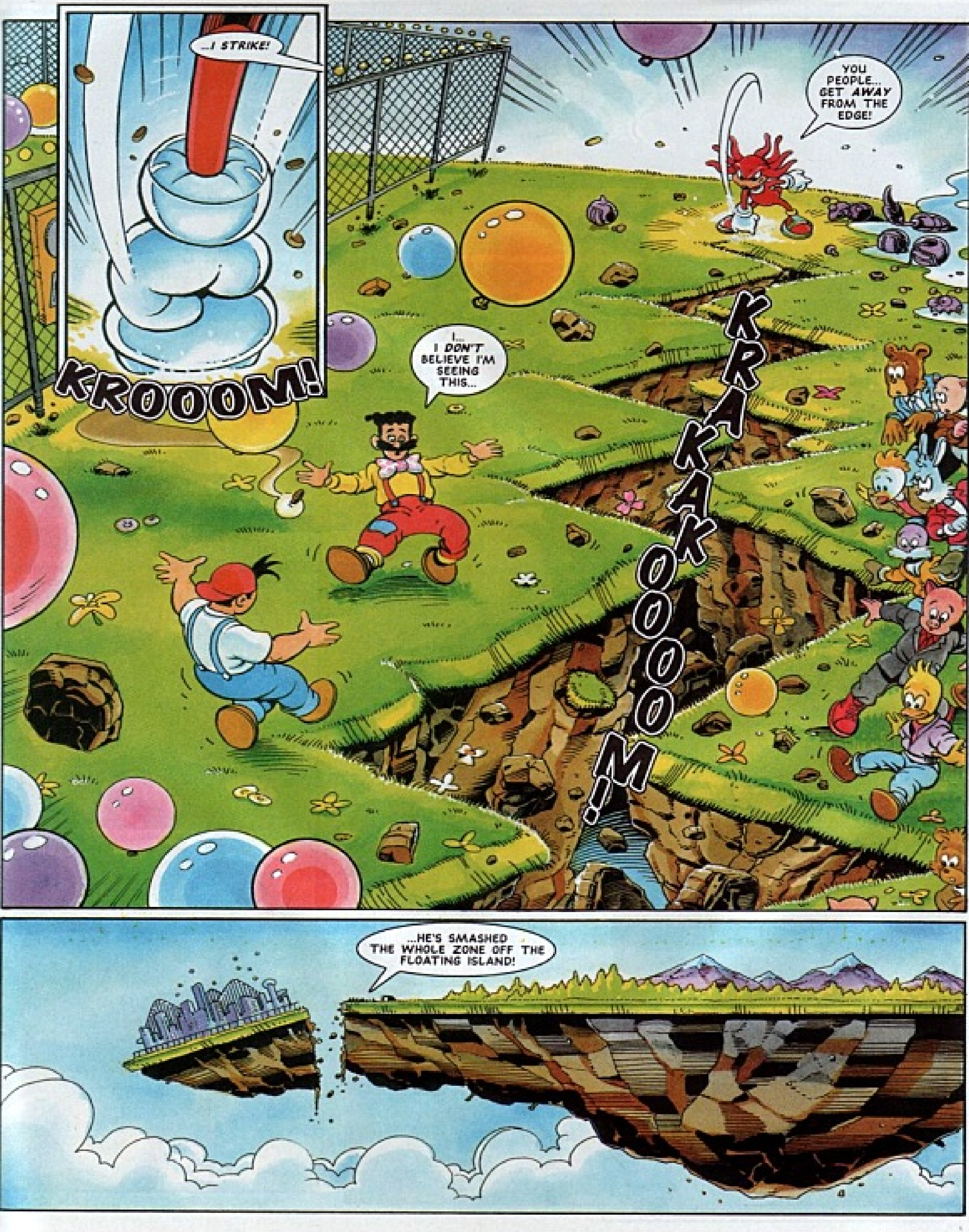
SEGA AT DISNEY WORLD

Anyone lucky enough to be heading off to Florida's Disney World would do well to divert themselves to the Epcot centre there. This part of the theme park deals with futuristic innovations. A new exhibition there is looking at Sega's premier arcade technology. The 'Innoventions' display will feature state of the art arcade machines such as, *Virtua Formula*, *Virtua Fighter* and the riveting 3-axis ride simulating machines the AS-1's. Forget Mickey Mouse when you can now get to see the next level in arcade action at Disney World.


KNUCKLES
CARNIVAL NIGHT CONSPIRACY PART 6
Script: Nigel Kitching
Art: Richard Elson
Lettering: Elitta Fell
KKRDANGG!
THE FLOATING ISLAND, HELD IN THE SKY ABOVE MOBIUS BY THE AWESOME POWER OF THE CHAOS EMERALDS.
KNUCKLES HAS VOWED TO TEAR DOWN THE MARXIO BROTHERS' CARNIVAL NIGHT ZONE. BUT NOW THE FIRST VISITORS HAVE ARRIVED.
GOT TO SMASH THESE BADNIKS... I DON'T HAVE MUCH TIME LEFT!
TICKETS
RIGHT THIS WAY FOLKS, THE EXPERIENCE OF A LIFETIME AWAITS YOU IN THE CARNIVAL NIGHT ZONE!
HERE IT IS
HAH, WE'RE GOING TO HAVE THE VISITORS IN THE ZONE BEFORE KNUCKLES CAN STOP US. THEN HE WON'T DARE SMASH THE PLACE UP IN CASE HE HURTS ANYONE!
AT-SA GOOD PLAN, BOSS!
I'M NEVER GOING TO MAKE IT... I'VE GOT TO THINK OF SOMETHING NOW!



THAT'S IT YOU TIN-PLATED CREEPS, COME IN CLOSE...
WOKK!
...NOW!
BDOOM!
BKCHOW!
KRANG!
NAH, GOT YOU ALL AT THE SAME TIME! NOW TO TAKE CARE OF THE MARXIOS ONCE AND FOR ALL!
TOO LATE, KNUCKLES! WE'VE GOT ANOTHER TWENTY BADNIKS WAITING TO ATTACK YOU THE MINUTE YOU STEP INTO THE ZONE!
WHO SAYS I'M GOING INTO THE ZONE?
THERE'S A FAULT LINE AROUND HERE SOMEWHERE! ALL I HAVE TO DO IS SENSE EXACTLY THE RIGHT PLACE AND THEN...


...I STRIKE!
KROOOM!
YOU PEOPLE... GET AWAY FROM THE EDGE!
I... I DON'T BELIEVE I'M SEEING THIS...
KRAKAKOOOOOM!
...HE'S SMASHED THE WHOLE ZONE OFF THE FLOATING ISLAND!



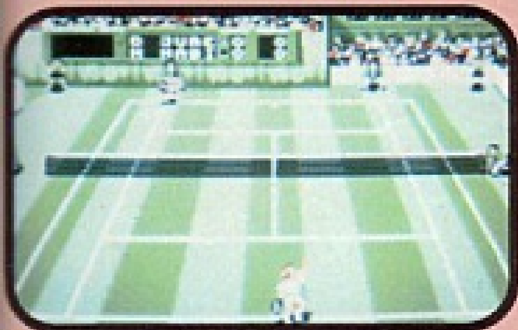
MAMA-MIA! WE-A GOING TO DIE! WE'RE GOING TO FALL BACK DOWN TO MOBIUS AND-A DIE!
AT LEAST I WON'T HAVE TO LISTEN TO YOUR STUPID PHONEY ACCENT ANY MORE... HEY, WAIT A MINUTE... WE'RE NOT FALLING!
THAT'S BECAUSE THE GROUND STILL RETAINS A LITTLE EMERALD POWER, KEEPING IT IN THE AIR.
BUT SINCE I KEEP THE EMERALDS ON THIS SIDE THE POWER WILL GRADUALLY FADE...
...GOING DOWN?
WITH A BIT OF LUCK THERE'LL BE SOME OF THE EMERALD POWER LEFT TO CUSHION THEIR IMPACT WHEN THEY LAND!
AS FOR THE REST OF YOU... OFF MY ISLAND, NOW! GET BACK TO YOUR TRANSPORTS!
MEANWHILE BELOW, IN THE EMERALD HILL ZONE...
BUT MUM, ALL MY FRIENDS HAVE GONE TO THE CARNIVAL NIGHT ZONE!
I'VE TOLD YOU, IT'S TOO FAR TO TRAVEL... WE CAN'T AFFORD IT!
RATS! I WISH THE CARNIVAL NIGHT ZONE WASN'T SO FAR AWAY...



CARNIVAL NIGHT ZONE
BRAKAKOOOOM!
WOW!
MUM! MUM! YOU WON'T BELIEVE WHAT I JUST DID!
AY-YI-YI! WHAT WILL DOCTOR ROBOTNIK DO TO US WHEN HE REALISES WHAT'S-A HAPPENED?
YOU WAIT AND FIND OUT IF YOU WANT! ME, I'M HEADING BACK TO SUPER MARXIO WORLD!
AS FOR ROBOTNIK...
"...HE'S GOING TO HAVE PLENTY ON HIS MIND WHEN KNUCKLES CATCHES UP WITH HIM...
"...THAT KID'S A LOT TOUGHER THAN HE LOOKS!"
THE END
WANT TO SEE MORE OF KNUCKLES' OWN ADVENTURES? YOU KNOW WHERE TO WRITE!

NAME THAT GAME!

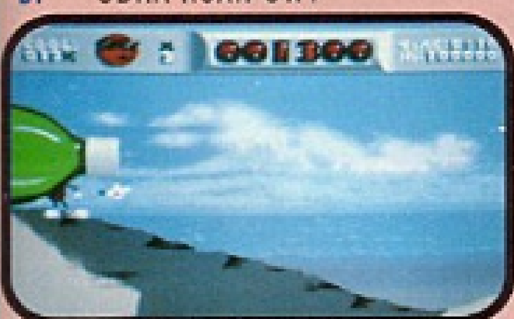
Pit your wits against this, Boomers! Below are screenshots for 10 popular Sega games, plus the names of two games with the letters jumbled up. Your quest is to unscramble each word and then name either A or B as the title of the game shown in the picture.



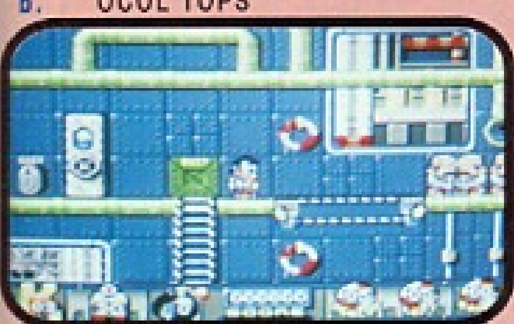
1a. IDVAS DOWLR PUC OTUR
b. EPTE RSAPMSA NISNTE



2a. EPSUR AGNH NO
b. ODRA RSAH OWT



3a. DDALANI
b. OCOL TOPS



4a. SS ICREFUL NMA DBOVRERAO
b. MELGSMNI OTW



5a. SBYUB ETH TCAOBB OTW
b. YUSBB EHT CBTBOA NEO



6a. VLECSAIATAN
b. IBOSNIH



7a. LSESBENI COCRES
b. OWLRD PCU SUA



8a. ILBL HALWS EGCOLEL FBOLOTLA
b. ONJH NDMADE AFTOLBOL



9a. BIR LABBLSAE
b. LHDRALAB



10a. NSOCI LBPINSAL
b. POHYCS NPILALB

Now check your answers with

ANSWERS

[SOLUTION INDICATED BY A STAR]

1a. DAVIS WORLD CUP TOUR
b. PETE SAMPRAS TENNIS*
2a. SUPER HANG ON
b. ROAD RASH TWO*
3a. ALADDIN
b. COOL SPOT*
4a. SS LUCIFER MAN OVERBOARD*
b. LEMMINGS TWO
5a. BUBSY THE BOBCAT TWO*
b. BUBSY THE BOBCAT ONE
6a. CASTLEVANIA*
b. SHINOBI
7a. SENSIBLE SOCCER
b. WORLD CUP USA*
8a. BILL WALSH COLLEGE FOOTBALL*
b. JOHN MADDEN FOOTBALL
9a. RBI BASEBALL*
b. HARDBALL
10a. SONIC SPINBALL*
b. PSYCHO PINBALL

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

SONIC & KNUCKLES SPECIAL

Part 2

Time to stop tearing your hair out Boomers, 'cos *STC*'s regular game guru extraordinaire, **David Gibbon** has the second and concluding part to the **Sonic & Knuckles** Special. What would you do without him?

LAVA REEF ZONE - 2 ACTS

The biggest zone in the game containing a number of dangers to be conquered, including deadly red hot Lava. If you take things slowly and carefully you should be okay.



HAZARDS:

CRUSHING SPIKES: Those deadly spikes come down faster than a bullet. Stand next to the crusher, and just as it's going back up, perform a spin-dash to get safely past.

TOXIMISTER: These nasty devices spray poison in the air which sticks to you. Escape the poison by performing a spin-dash and repeat this to destroy the device.

MUSHMEANIE: The only known mushroom to explode! These meanies are notoriously difficult to destroy so it's best to ignore them. If they start flashing, it means they



are about to blow, so get away as quickly as possible.

MOVING SPIKES: There are several versions of this and getting past them is all about timing. Get this right and you'll be fine.

HINTS:

DOOR SWITCHES: Located throughout the level. When pressed they open a door allowing you to proceed further.

SPEED TUBES (KNUCKLES ONLY): Hidden behind walls throughout the level, these tubes will transport Knuckles at speed.

LIFTS (SONIC ONLY): Allowing Sonic to reach higher and lower platforms; just perform an on-the-spot spin dash to move.

BOSS - ACT ONE: Stand in the middle. When the two arms rise, they'll fire a couple of shots at you. These are fairly easy to dodge, so they shouldn't prove too much of a problem. When the arms fall down, spin-dash into one to hurt it. A hand will now come up which should be avoided by running backwards and forwards. When it stops, it will fall flat on the ground. Jump on top of it quickly, then repeat all these actions for victory.

HIDDEN PALACE ZONE - 1 ACT

KNUCKLES: Not much here for Knuckles. Just head right, stand on top of the transporter, then it's off to the next zone!

SONIC: Keep running right, then jump on top of the transporter. Run right again, until you come fact-to-face with Knuckles!



SKY SANCTUARY ZONE - 1 ACT

SONIC: Wait for Knuckles to run right and lower the bridge. Continue right. This level is full of EggRobo machines, so be warned! Make use of the thick white clouds as you can bounce on these. After each boss, try and get as far up as possible.

EVIL SONIC (KNUCKLES ONLY): Jump in the air and allow Robotnik to catch you. You'll now meet the Evil Sonic! When he has his back to you he's about to charge, so get ready and jump over him to the opposite side of the screen. When you get a chance, perform a spin-dash into him, then wait to see what he does next. He gives you plenty of time to react, so make sure you get to the other side of the screen. Repeat to destroy him. However, this guy doesn't die without a fight. When he returns, he'll turn into gold and become more dangerous. Stand at the far left of the screen and dodge his fire (he'll ocassionally perform a spin-attack or throw rings). When he turns blue he'll run right. Follow him using a spin-dash then jump up and hit him just before he lands on the green jewel. Repeat to complete the game as Knuckles!



DEATH EGG ZONE - 2 ACTS

An extra zone that is only accessible playing as Sonic. It's quite a hard level and will take practice to complete.



DIFFICULT PART: ACT 1
When you get struck in a kind of pinball machine, you must turn all the yellow springs into red on the middle, moving object. This will allow you to proceed to the right.

HAZARDS:
SPIKEBONKER: Very easy to lose your rings with these posts. Wait until the spike is at his opposite side, then jump onto him.

BLUE MOVING STAIRS: Although helpful, it's very easy to fall off and lose life. If you want to go up, stand at the left end and as they turn, quickly run up to the top. Stand at the other end if you want to go down.

HINTS:
POWER SKIS: Dotted throughout the level, these push Sonic at super speed.

MOVING BLUE ARMS: Jump on this and it'll carry Sonic to the next platform.

SONIC OR KNUCKLES?
Starting from the Lava Reef Zone, **S & K** can be seen as two different games depending on whether you're playing as Sonic or Knuckles.

KNUCKLES: Playing as this guy is so much easier. Less end-of-level baddies to deal with plus you get to use all those extra abilities such as gliding and wall-climbing. The game comes to completion on the Sky Sanctuary Zone.

SONIC: As the blue spiky one, you'll have more work to do, but you'll also get to see more of the game. This includes having a fight with Knuckles in the Hidden Palace and taking part in an extra zone called the Death Egg!

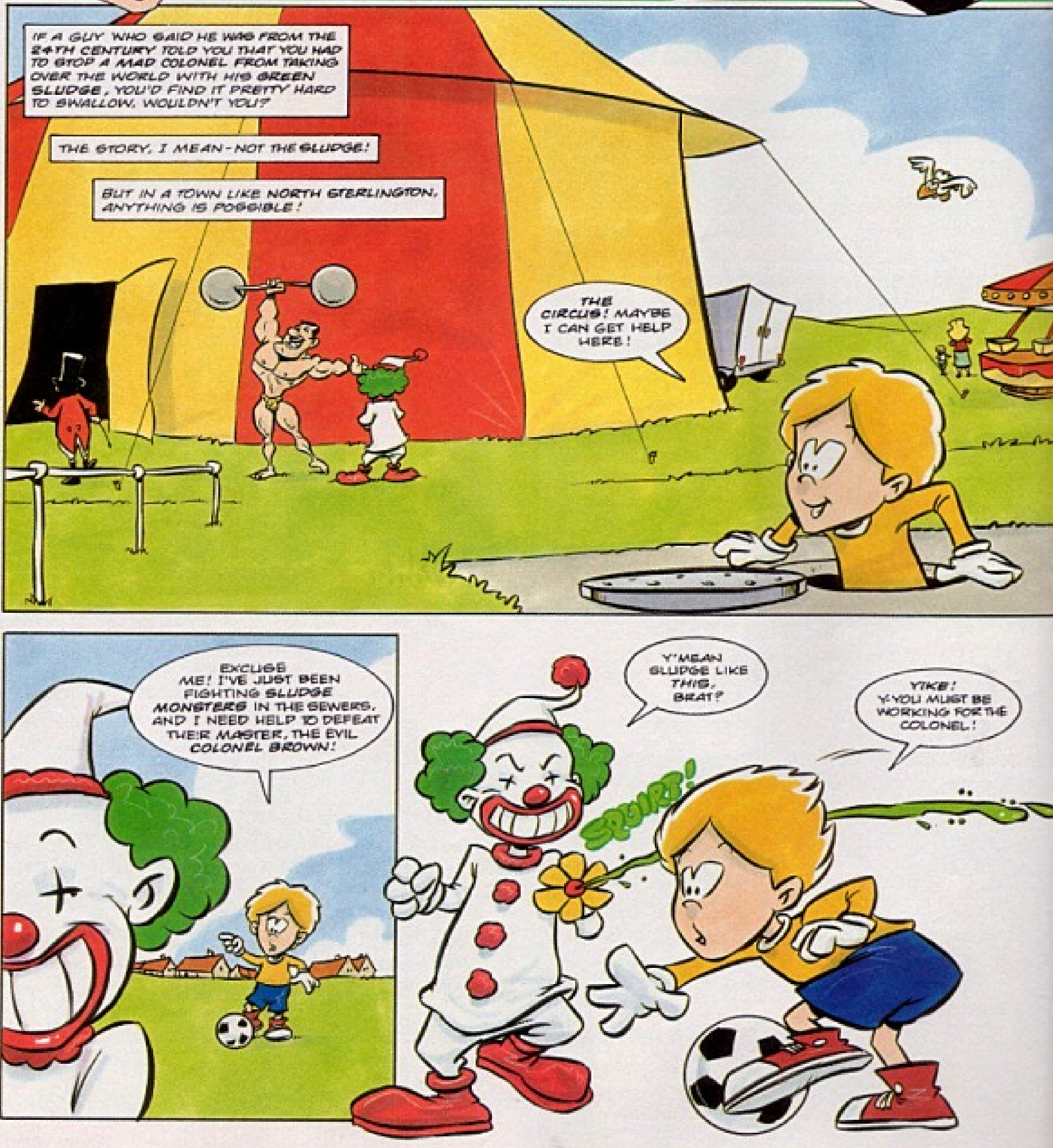
STILL HAVING PROBLEMS?
If you're still having trouble completing **S & K** then watch out for a **Sonic & Knuckles Q & A Special** in a future issue of *STC*. It's still not too late to jot down those niggling problems, so come on Boomers, drop us a line at the usual address.

NEXT ISSUE: **General Q&A**

MARKO'S MAGIC FOOTBALL™

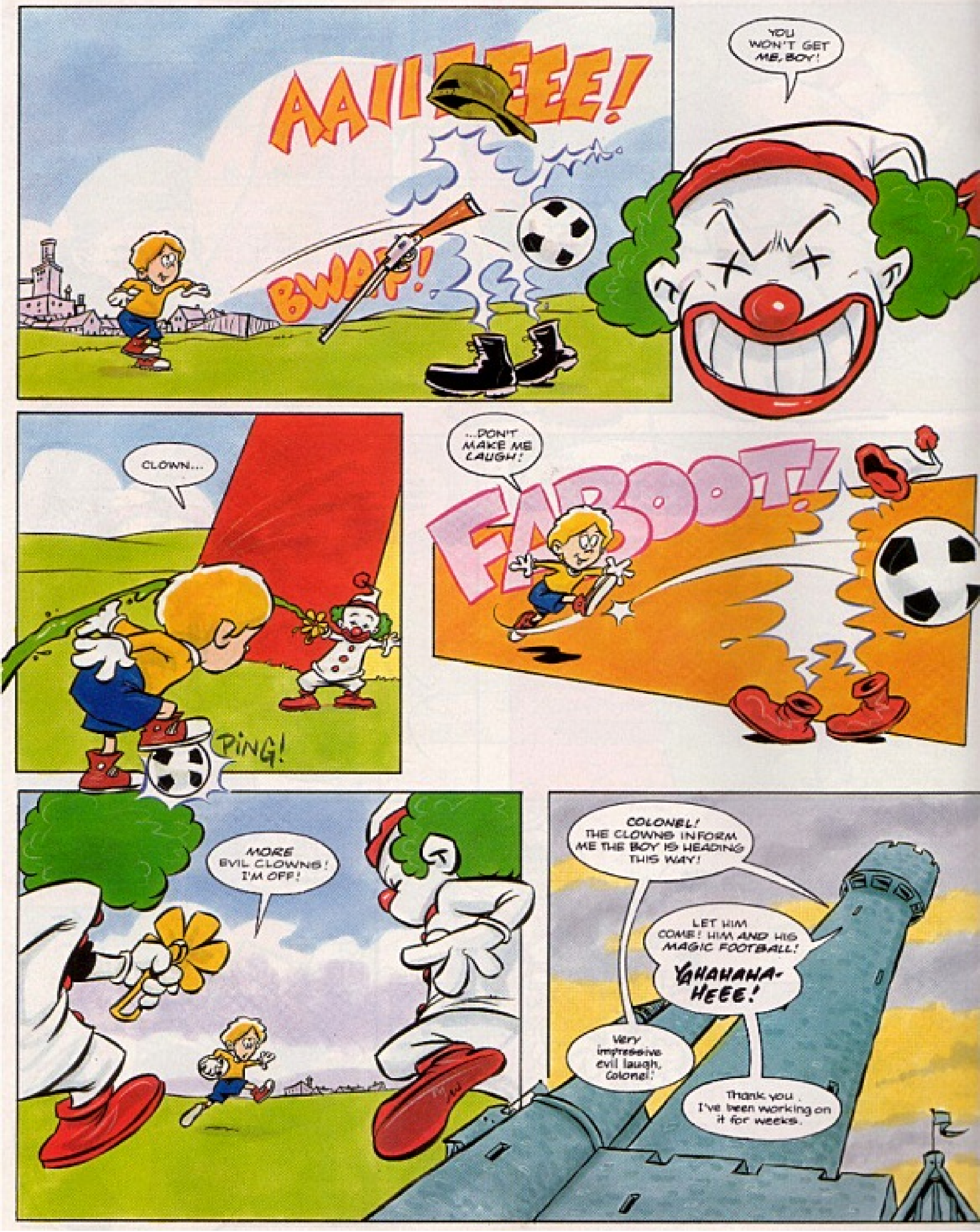
PART 4

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell



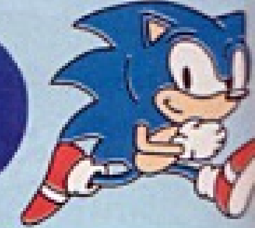


MAYBE YOU'D LIKE A TASTE OF MY MAGIC FOOTBALL! IT VAPOURISES CREEPS LIKE YOU!
I SHOULD HAVE KNOWN THE CLOWN WASN'T THE ONLY AGENT OF THE COLONEL'S HANGING AROUND!
BLAM!
GOOD SHOOTING, SNIPER! THE COLONEL WILL WANT TO SEE THIS 'MAGIC FOOTBALL' OF THE KID'S!
WONDER WHAT'S MAGIC ABOUT IT ANYW-- HEY! WHERE'S IT GOING?
BACK TO ITS RIGHTFUL OWNER, OF COURSE!
THE KID'S ALIVE!
B-BUT I SHOT HIM! I KNOW I DID!
YOU DON'T GET ANOTHER CHANCE!
BUT I'D BEEN GIVEN ANOTHER CHANCE — AN EXTRA LIFE, THANKS TO CAPTAIN SMIRK!*
KADOOFYA!
*SEE LAST ISSUE - MD.


AAIIEEEE!
BWAP!
YOU WON'T GET ME, BOY!
CLOWN...
PING!
...DON'T MAKE ME LAUGH!
FABOOT!
MORE EVIL CLOWNS! I'M OFF!
COLONEL! THE CLOWNS INFORM ME THE BOY IS HEADING THIS WAY!
LET HIM COME! HIM AND HIS MAGIC FOOTBALL!
YAHAHAHA-HEEE!
Very impressive evil laugh, Colonel!
Thank you. I've been working on it for weeks.


ULP! WELL, FOOTBALL, THIS IS IT! OUR SHOWDOWN WITH THE COLONEL!
TALKING TO MY FOOTBALL? WELL, IT HAD BEEN A LONG DAY!
I MEAN, IT'S MAGIC, BUT IT'S NOT ALIVE... IS IT?
WHA..? IT'S... STRUGGLING TO GET FREE!
FOOTBALL! COME BACK!
BOING!
WAIT! DON'T GO IN THERE! IT COULD BE...
...DANGEROUS!
HOW COME THERE'S NEVER A MAGIC FOOTBALL AROUND WHEN YOU REALLY NEED ONE?
NEXT ISSUE: TOYS OF DOOM!

SPEEDLINES



Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



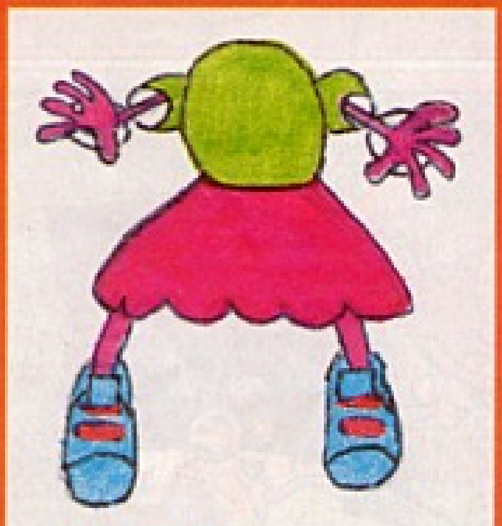
Hair Today

Dear Megadroid,

I think the best series in STC so far has got to be **Knuckles**. Also, his hair style looks exactly like my mum's when she gets out of bed in the morning.

Jonathan Wallis, Hainault, Essex.
MD owner.
Sonic Water Fun Game Winner.

So, your mum's a fiery red-head then, Jonny! As long as your dad has more on top than Doctor Robotnik (baldist comment - Ed).



No eyes and headless!

Martyn Hollewell, Huddersfield, W. Yorks.
MS owner.
Sonic Water Fun Game Winner.

Hume Error!

It was obviously all that mulled lemonade over Christmas that muddled the minds of the humes-who-think-they're-in-charge. Unfortunately, the letters printed in Speedlines issue 40 were repeated from issue 39. Those responsible have been severely reprimanded and have had to sing Auld Lang Syne backwards, whilst standing on one leg.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Kitchings Cooking

Dear *STC*,

Following the release of the Sonic & Knuckles game, are you going to include new **Sonic** stories featuring the Mushroom Hill, Doomsday and Lava Reef zones?

Stephen Turner, Accrington, Lancs. MD owner.
Sonic Water Fun Game Winner.

Script-droid (and all-round general clever clogs) Nigel Kitching is turning out new story ideas faster than it takes Robotnik to lose his rag. Meanwhile, watch out for the 'Mystery of the Sandopolis Zone' starting in STC 47.



Multi-personality!

Lorna McKnight, Loughborough, Leics.
MD2 owner.
Sonic Water Fun Game Winner.

Major Moaner

Dear *STC*,

Back in issue 22 your mag was a pile of junk. The fab (ahem!) **Sonic** strip revealed that Doctor Robotnik had changed into that weed from the rubbish cartoon series. I was dead disappointed as I was hoping for an evil, twisted robot or a monster hell-bent on beating Sonic to a pulp. Finally, I don't agree with those readers who liked the **Tails** series - I thought it was a pile of poop!

Ian Fielding, Waterlooville, Hants.
Sonic Water Fun Game Winner.

Nice to know that you feel comfortable enough with STC to express your innermost feelings, Ian. Next time, keep them to yourself!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megalicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE ...

FREE!

SONIC THE VALENTINE'S CARD!

MAKE A DATE WITH ROBOTNIK IN

DAY OF THE DEATH EGG!



PLUS

MR X IS CROSS IN
STREETS OF RAGE!

WELCOME BACK TO SONIC'S WORLD IN
ENTER THE CYBERNIK!

THE TOYS ARE ALIVE IN
MARKO'S MAGIC FOOTBALL!

STC 45 - GUARANTEED TO MAKE YOUR HEART BEAT FASTER!
ON SALE SATURDAY, 4TH FEBRUARY 1995
£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME..........................

ADDRESS.......................

....

....

..................AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME..........................

SCORE/ACHIEVEMENT

....

....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.......................

....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.............................

2.............................

3.............................

HOW DO YOU RATE ISSUE 44 OF **STC?**

☐ %